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The 7th Saga™

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

ENIX AMERICA CORPORATION
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The 7th Saga™

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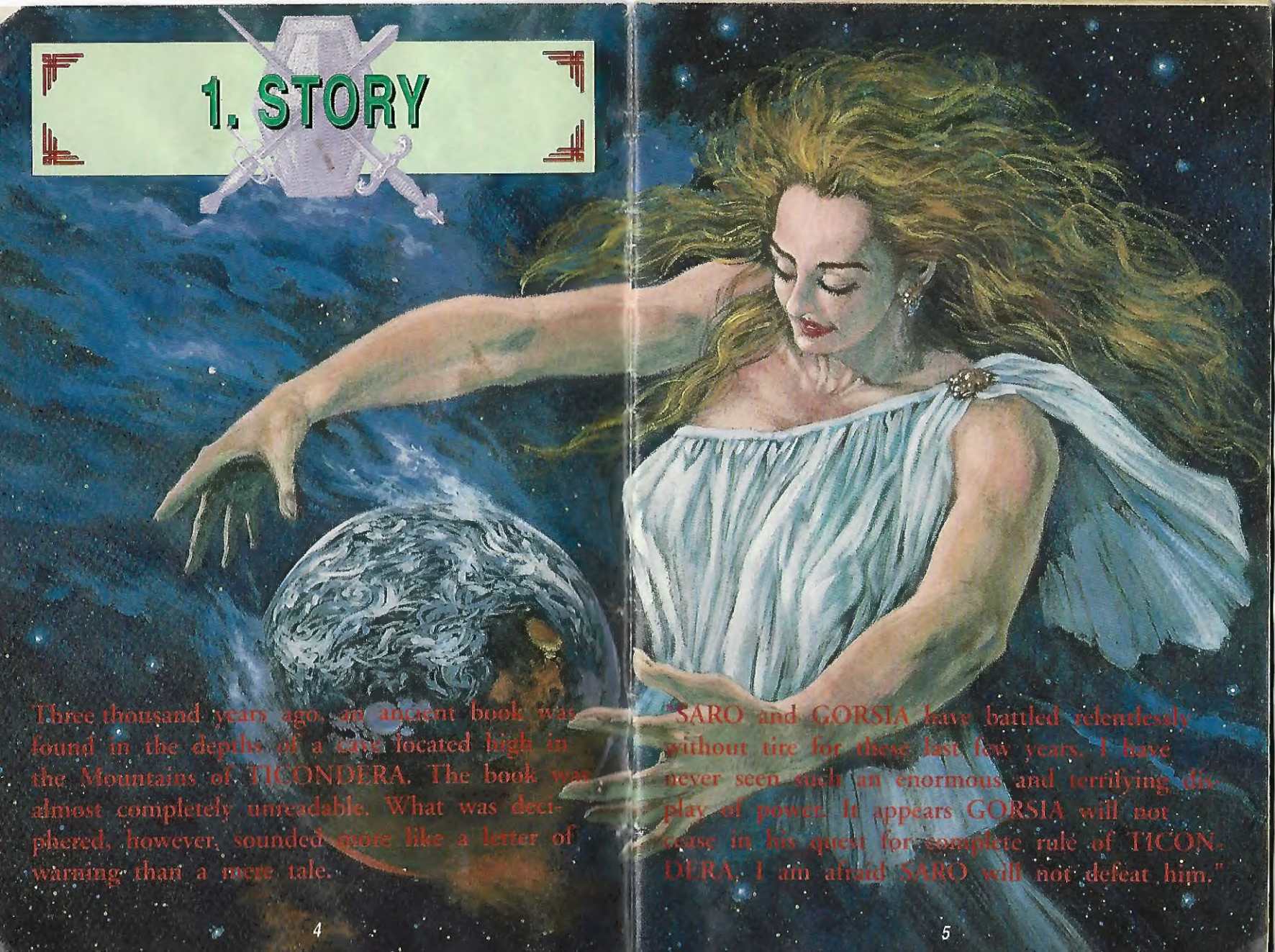
1. STORY



Three thousand years ago, an ancient book was found in the depths of a cave located high in the Mountains of TICONDERA. The book was almost completely unreadable. What was deciphered, however, sounded more like a letter of warning than a mere tale.

"SARO and GORSIA have battled relentlessly without tire for these last few years. I have never seen such an enormous and terrifying display of power. It appears GORSIA will not cease in his quest for complete rule of TICONDERA. I am afraid SARO will not defeat him."

There appeared many pages between this entry and the last, but only the first and last were clear enough to translate. The last entry reads:

"My work has been futile. I was foolish to place my trust in someone I thought was worthy. Betrayed, I must right what I have done, or I shall be trapped in this loop forever! My only hope is that someone will find this journal and free me from my prison. It seems unlikely I can keep this up!"

2. THE OUTLINE OF THE GAME

Search for the Seven Runes!

You will set out on a journey to locate the 7 Runes scattered around the world of TICONDERA.
You have come to the end of your five-year training period as one of King Lemele's apprentices. This will be your last test. It is said that the one who collects all of the ancient Runes will have the power to rule all of TICONDERA.
There are six other apprentices who have been given the same test. Some may join you in your quest, while others will seek to destroy you and steal your precious Runes. The purpose of the adventure is to find all of the 7 Runes.

The World of "TICONDERA"

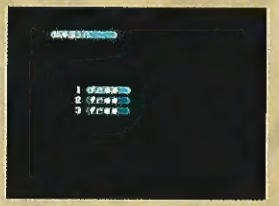
This is a "Role Playing Game" played by selecting commands. To progress in this game it is best to remember two simple steps:

1. Defeat as many enemies as possible. Each victory will make your character stronger, making it easier for you to move forward in the game.

2. Listen carefully to every person you meet. There may be some people who need your help. You would be wise to offer them your assistance.

3. THE GAME SYSTEM

A. Starting A Game



Insert the "7th SAGA" game pak into your SNES and switch the power ON. A title screen will be displayed following a demonstration screen. A sub-screen will be displayed if the "START" BUTTON is pressed. When playing the game for the first time, start the game by selecting "NEW GAME" and then an EMPTY record (shown as "Free"), 1 to 3.

Note: If you wish to start a new game, but all three records are in use, erase a record by selecting the "Erase Data" command and then select an EMPTY record.

B. Selecting A Main Character

If you select a new game, a screen showing 7 Characters will be displayed. Compare the attributes of each of the characters and select the one you wish to play.

C. Entering Your Name

You may now create a name for your character. You may choose up to five (5) letters. Use CONTROL PAD to select a desired letter and press "A" BUTTON to enter it. If you choose the ( ) mark, you can delete the last letter entered. Continue this until you have finished entering your name. Choose "END" to start the game.

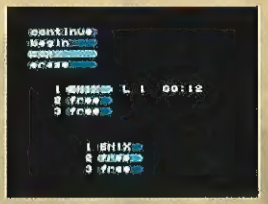
Press "B" BUTTON to cancel the name you have entered after choosing your character.
If you choose "END" without entering a name, the character will be named as shown on Page 9.

D. Saving Your Game

When you are finished playing and wish to save your progress, stop over at an INN. You will be able to select "SAVE JOURNEY." Your progress will automatically be saved.

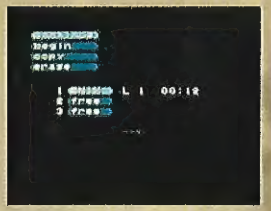
E. Moving Data

A saved game can be moved to an empty log.



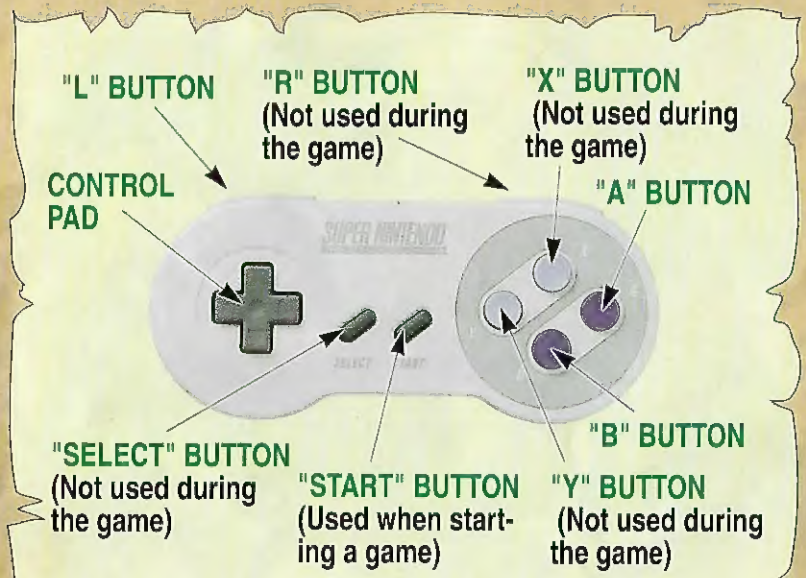
F. Continuing A Saved Game

Select "CONTINUE" on the title screen. The level of your character and the length of game play will indicate your saved games. Select the game you wish to continue, and your adventure will continue from the INN where you last saved.



G. Controller Operation

Controller operation is described below.



CONTROL PAD ..... To move the Characters
To select commands

"A" BUTTON ..... To display commands
To select and execute commands

"B" BUTTON ..... To cancel a command

"L" BUTTON ..... Same as "A" BUTTON.
Convenient when you want to play with one hand.

"SELECT" BUTTON ..... Same as "B" BUTTON.
Convenient when you want to play with one hand.

H. Display Guide

This game consists of "Towns," a "Field," and "Dungeons." Watch the display carefully so you can proceed successfully in the game.

TOWNS

Main Character

Main Character's HP

Main Character's MP

Commands (Press "A" BUTTON to display commands.)

Talk: Turn toward the person you want to speak to.
Magic: Select and use magic. (You may use only "Healing Magic" in towns.)
Item: Select and use items.
Status: Displays the power and condition of the characters.
Search: Checks the area around the feet and in front of the character. Use this command to open any treasure chests.

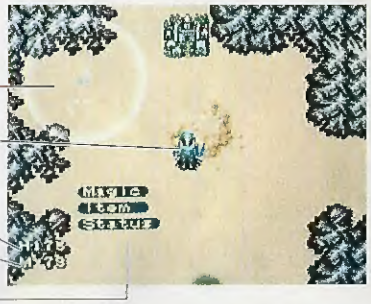
Field/Dungeons

Crystal

Main Character

Main Character's HP

Main Character's MP



Commands (Press "A" BUTTON to display commands.)

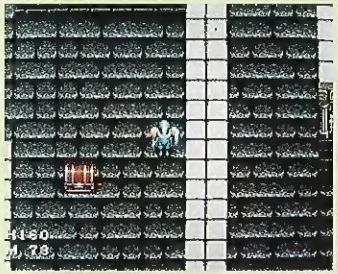
Magic: Select and use magic.
Item: Select and use items.
Status: Displays the power and condition of the Main Character.

I. The Crystal

The Crystal, given to you by King Lemele, serves as a radar showing you the areas around your character. The BLUE dot in the center of the circle shows the position of your character. The Crystal will show you where Towns are, what the Field looks like and where the Dungeons are. The Crystal will also show you where the Treasure Chests and RUNES are located by moving around the Field and inside the Dungeons. When you are moving, use the Crystal to help you avoid enemies or decide which direction to move in.

The Crystal does not appear in Towns.

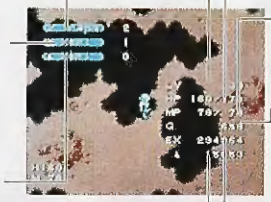
Sometimes when you are travelling through the Dungeons, you will notice the Crystal does not appear. This happens after you have finished a certain event in the Dungeons. It is a good idea to either make a notation of where the Treasure Chests are located or to open them all before you finish the event.



J. Status

Select the "Status" Command to observe the items equipped and the condition of the characters. If you press "A" BUTTON again, the status of the various attributes will be displayed.

Status (Display 1)



- The current level
- The present HP and the maximum HP
- The present MP and the maximum MP
- Amount of money you have
- Your present experience level
- Experience points necessary for the next level-up
- Weapons equipped and their offensive power
- Armor and Robes equipped and their defensive power
- Shields and Helmets equipped and their defensive power

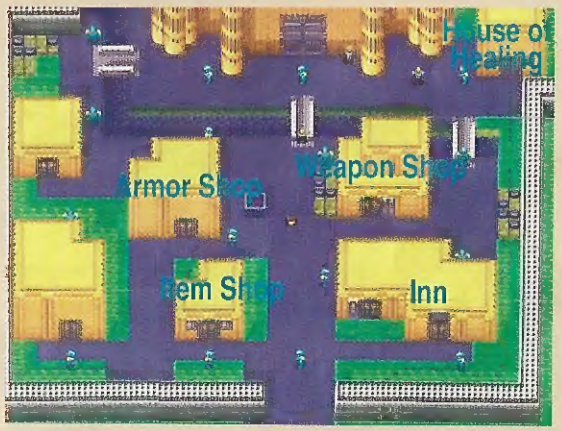
Status (Display 2)

- **Power:** Offensive power
- **Defense:** Defensive power
- **Magic:** Magic power
- **Speed:** Agility
- **Weapon:** Offensive power of the weapon in use
- **Armor:** Defensive power of armor in use

4. IN THE TOWNS

In Towns, you will collect information, obtain things necessary for your adventure, and rest. Here is a map of LEMELE. This is the town where you will begin your journey.

LEMELE, the starting point



Inn

If you pay to stay at the Inn, you will restore your HP and MP completely. You can also save any progress you have made. (You can save your game without paying money.)

Weapon Shop

Sells weapons.

Armor Shop

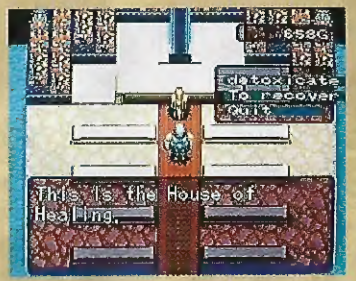
Sells armor.

Items Shop

Sells various useful items for adventures.

House of Healing

If a character is poisoned, they can be cured. If a character is defeated in battle, they can be restored to life. This will return the maximum HPs, but the MPs will remain the same.



Other buildings and places

You may enter any building as long as there is a door. Listen to the people you meet not only outdoors but inside the building as well. Items are sometimes well hidden around the towns, so check every possible place for them.

Shopping Guide

Store owner will tell you about the equipment and trade-ins.

When you enter a Weapon or Armor shop, the owner will tell you what items you can be equipped with, along with the level of Offensive/Defensive power it will give you. If you decide to purchase an item, the owner will automatically equip you with it. If you want, the owner will trade-in used Weapons and Armor.

Exchange money for jewels.

When you are carrying around a lot of money, it is a good idea to trade it in for jewels. You can buy and sell jewels for the same price at any town in TICONDERA. When you are defeated, enemies will take away half your money, but they will not take your jewels.

Nine pieces of the same item.

You may share one item with a person in your party. You can carry only 9 of the same item at a time.

Buying/Selling the same item continuously.

When you buy / sell an item, the cursor will remain on the last item you bought / sold unless you select the "Stop" command. You may buy / sell the same item successively without selecting any special command.

5. IN BATTLE

When you encounter an enemy in the Field or Dungeons, the map display will turn around and become enlarged to show you the battle scene with a realistic background. You and the enemy will attack by turns. If you are defeated, you will return to the Inn where you last saved your game. When you are defeated, half of your money will be taken away by the enemies. If a member of your party is defeated, you will not lose any money.

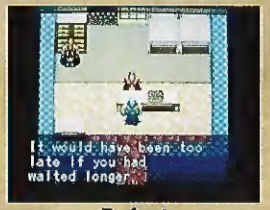
If you are poisoned during battle, a skull mark will appear over your HP indicator. The HP will decrease by 1 point every 3 steps. If you keep moving without being cured, your HP will become 0.

Encounter with the Enemy

Commencement of Battle

End of Battle

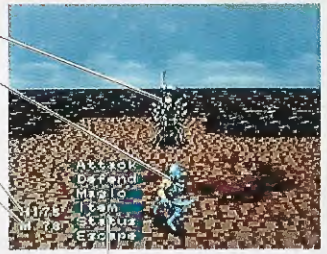
Victory



Defeat

The Combat Screen

Monster
Main Character
Main Character's HP
Main Character's MP
Commands (Commands will be displayed automatically when you are in the battle mode)



Damage Given

Damage Received

Combat Commands

ATTACK

A normal Attack using the weapon equipped. The damage done to the enemy will change depending on the level of the weapon and the offensive power. The graphics on the attack screen will vary depending on the character you select.

DEFEND

Reduces the damage received from the enemy. The damage level may vary depending on the position of the character (Front or Back).

MAGIC

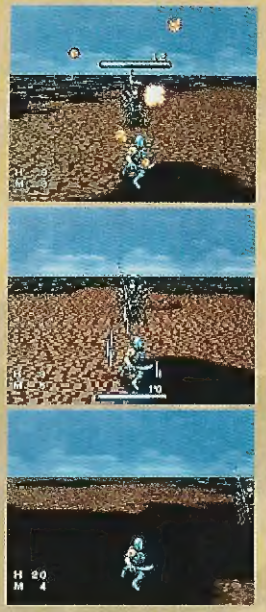
To cast a spell. The types of Magic spells that can be used during battle are: Offensive Spells, Miscellaneous Spells, and Healing Spells. Each time you cast a spell, your MP will be reduced by an amount dependent on the spell you select. You cannot use any magic once your MP has reached 0.

ITEM

To use an Item. You may change your Weapon in battle. Try each Item, as they will have different effects.

ESCAPE

To retreat from a battle. You cannot run away when engaged with a Boss Monster.



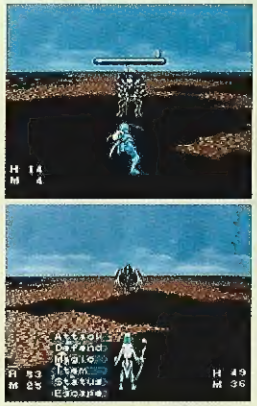
Battle Lesson

The basic technique: Defend & Attack

Each time you Defend BEFORE you Attack, you will increase your attack power. This is effective when you are travelling alone.

You can change the attack-order of your party .

If you are fighting with another character, you can change the attacking order by pressing "CONTROL PAD" left or right at the beginning of every turn.



6. YOUR PARTY

When you speak with any of the other apprentices of King Lemele, you may be asked to join their party. You may continue your adventure alone if you wish, but sometimes it is easier to travel with a companion.

If you are not experienced enough, you may be asked to return when you have gained more experience. You may be asked to join another character when you are already travelling with one. You may choose to change partners or continue without change.

If a Character joins you, they will have the equivalent level of strength and equipment as you.

The Party Plan Screen

Field

Main Character's MP

Main Character's HP

Partner's HP

Partner's MP

In Battle

Main Character

Partner

7. CHARACTERS

Kamil

A Human. A warrior-type Character with a good balance of offensive, defensive and magic power along with a strong sense of justice. Most suitable for a beginner in game play as he doesn't possess strong individuality.

Lejes

A Demon. Uncooperative and believes that power is truth. Plots to get the Runes and overcome even King Lemele. A pro-war Character who has strong offensive power.

Olvan

A Dwarf. Wants to become young again using the power of the Runes. He applied to King Lemele in order to become his apprentice. Though old compared with other Characters, he still has sufficient power. May be a reliable Character as a supporting member in team play.

Esuna

An Elf. Insists that she is self-sufficient, and for good reason. Esuna is a powerful magic-user. She is the only female character, and is a reliable ally.

Valsu

A Human monk-type Character. Good at Healing Spells. Wants to get rid of all evil power with the help of the Runes. His behavior is based on his belief system, but sometimes he is too determined.

Wilme

An Alien possessing well-trained arms and legs. A Character whose moves and level-up are the quickest of all the Characters. He is teased because he looks like a monster and wants the Runes in order to prove that he is superior to any of the other Characters.

Lux

A Tetujin. He has lived for several thousands of years. A mechanical man that can be equipped with hardly any weapons or armor, but can adjust himself to his surroundings when necessary. Because someone erased his memory many years ago, he wants to find out through his adventures for the Runes who made the Tetujin and for what purposes. His defensive power and HP are the highest of all.

8. MONSTERS

Many more monsters will appear in addition to the following:

Hermit

Demon

Wyvern

Statue

Chimera

Romus

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